

AGE 12+

DUNGEONS & DRAGONS®

DELUXE DUNGEON MASTER'S SCREEN



ROLEPLAYING GAME ACCESSORY









WAT.10

EXPERIENCE POINT REWARDS

Threat Level	XP Value	Threat Level	XP Value	Threat Level	XP Value
1	100	11	600	21	3,200
2	125	12	700	22	4,150
3	150	13	800	23	5,100
4	175	14	1,000	24	6,050
5	200	15	1,200	25	7,000
6	250	16	1,400	26	9,000
7	300	17	1,600	27	11,000
8	350	18	2,000	28	13,000
9	400	19	2,400	29	15,000
10	500	20	2,800	30	19,000

To calculate the target XP for an encounter of a given level or to calculate the appropriate major quest XP reward for a given level, multiply the XP value shown on the table by the number of player characters in the party.

ATTACK ROLL MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has partial cover	-2
Target has superior cover	-5
Target has partial concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

BASE EXPLORATION SPEED

Speed	Per Day	Per Hour	Per Minute
5	25 miles	2½ miles	250 ft.
6	30 miles	3 miles	300 ft.
7	35 miles	3½ miles	350 ft.
8	40 miles	4 miles	400 ft.

TERRAIN AND TRAVEL

Distance Multiplier	Terrain
× ½	Mostly difficult terrain (dense forests, mountains, deep swamps, rubble-choked ruins)
× ¾	Extensive difficult terrain (forests, hills, swamps, crumbling ruins, caves, city streets)
× 1	Very little difficult terrain (open fields, plains, roads, clear dungeon corridors)

DAMAGE BY LEVEL

Character Level	Single Target	Two or More Targets
1	1d8 + 4	1d6 + 3
2	1d8 + 5	1d6 + 4
3	1d8 + 6	1d6 + 5
4	2d6 + 5	1d8 + 5
5	2d6 + 6	1d8 + 6
6	2d6 + 7	1d8 + 6
7	2d8 + 6	2d6 + 4
8	2d8 + 7	2d6 + 5
9	2d8 + 8	2d6 + 6
10	2d8 + 9	2d6 + 6
11	3d6 + 9	2d6 + 7
12	3d6 + 10	2d8 + 6
13	3d6 + 11	2d8 + 7
14	3d6 + 12	2d8 + 7
15	3d6 + 13	2d8 + 8
16	3d8 + 11	3d6 + 8
17	3d8 + 12	3d6 + 9
18	3d8 + 13	3d6 + 9
19	3d8 + 14	3d6 + 10
20	3d8 + 15	3d6 + 11
21	4d6 + 15	3d8 + 9
22	4d6 + 16	3d8 + 9
23	4d6 + 17	3d8 + 10
24	4d6 + 18	3d8 + 11
25	4d6 + 19	3d8 + 12
26	4d8 + 16	4d6 + 11
27	4d8 + 17	4d6 + 12
28	4d8 + 18	4d6 + 13
29	4d8 + 19	4d6 + 14
30	4d8 + 20	4d6 + 15

Use this table to set damage for an effect not covered in the rules—a character stumbles into a campfire or falls into a vat of acid, for example.

FOOD, DRINK, AND LODGING

Item	Price
Meal, common	2 sp
Meal, feast	5 gp
Ale, pitcher	2 sp
Wine, bottle	5 gp
Typical room (per day)	5 sp
Luxury room (per day)	2 gp

LIGHT SOURCES

Source	Radius	Brightness	Duration
Candle	2	Dim	1 hour
Torch	5	Bright	1 hour
Lantern	10	Bright	8 hours/pint
Campfire	10	Bright	8 hours
Sunrod	20	Bright	4 hours
Phosphorescent fungi	10	Dim	Ongoing

MONSTER KNOWLEDGE DCS

Monster Knowledge	DC
Name, type, and keywords	Moderate (monster level)
Powers, resistances, and vulnerabilities	Hard (monster level)

KNOWLEDGE SKILLS BY ORIGIN

Origin or Keyword	Skill
Aberrant origin	Dungeoneering
Construct keyword	Arcana
Elemental origin	Arcana
Fey origin	Arcana
Immortal origin	Religion
Natural origin	Nature
Shadow origin	Arcana
Undead keyword	Religion

DCS TO BREAK OR BURST COMMON ITEMS

Strength Check to:	Break DC
Break down wooden door	13
Break down reinforced door	16
Break down barred door	20
Break down iron door	23
Break down adamantine door	27
Break through force portal	30
Force open wooden portcullis	21
Force open iron portcullis	28
Force open adamantine portcullis	32
Burst rope bonds	21
Burst iron chains	28
Burst adamantine chains	35
Smash wooden chest	16
Smash iron box	23
Smash adamantine box	30

STANDARD ACTIONS

Action	Description
Administer a potion	Help an unconscious creature consume a potion
Aid another	Improve an ally's skill check or ability check
Aid attack	Improve an ally's attack roll
Aid defense	Improve an ally's defenses
Basic attack	Make a basic attack
Bull rush	Push a target 1 square and shift into the vacated space
Charge	Move and then make a melee basic attack or a bull rush
Coup de grace	Score a critical hit against a helpless enemy on an attack
Equip or stow a shield	Use a shield or put it away
Grab	Seize and hold an enemy
Ready an action	Ready an action to perform when a specified trigger occurs
Second wind	Spend a healing surge and gain a bonus to defenses (once per encounter)
Total defense	Gain a +2 bonus to all defenses until next turn

MOVE ACTIONS

Action	Description
Crawl	While prone, move up to half speed
Escape	Escape a grab and shift 1 square
Run	Move up to speed + 2; grant combat advantage until next turn and take a -5 penalty to attack rolls
Stand up	Stand up from prone
Shift	Move 1 square without provoking opportunity attacks
Squeeze	Reduce size by one category, move up to half speed, and grant combat advantage
Walk	Move up to speed

MINOR ACTIONS

Action	Description
Draw or sheathe a weapon	Use or put away a weapon
Drink a potion	Consume a potion
Drop prone	Drop down to lie on the ground
Load a crossbow	Load a bolt into a crossbow to fire it
Open or close a door	Open or close a door or container that isn't locked or stuck
Pick up an item	Pick up an object in one's space or in an unoccupied square within reach
Retrieve or stow an item	Retrieve or stow an item on self

IMMEDIATE ACTION

Action	Description
Readied action	Take readied action when its trigger occurs

OPPORTUNITY ACTION

Action	Description
Opportunity attack	Make a melee basic attack against an enemy that provokes an opportunity attack

FREE ACTIONS

Action	Description
Delay	Put off a turn until later in the initiative order
Drop held items	Drop any items currently held in one's space or in an unoccupied square within reach
End a grab	Let go of an enemy
Spend an action point	Spend an action point to take an extra action (once per encounter, not in a surprise round)
Talk	Speak a few sentences

SKILL CHALLENGE COMPLEXITY

Complexity	Successes	Advantages	Typical DCs
1	4	—	4 moderate
2	6	—	5 moderate, 1 hard
3	8	2	6 moderate, 2 hard
4	10	4	7 moderate, 3 hard
5	12	6	8 moderate, 4 hard

Advantages

- For each success beyond six required in a challenge, one of these advantages should be available.
- ♦ A success against a hard DC counts as two successes: a success against both a hard DC and a moderate DC.
 - ♦ A success against a hard DC removes a failure that has already been accumulated in the challenge, instead of counting as a success.
 - ♦ A success against an easy DC counts as a success against a moderate DC.
 - ♦ A success against a moderate DC counts as a success even though the adventurer making the check has already used the same skill to gain a success against a moderate DC.

CHARGING

Charge a Target

Action: Standard action. When a creature takes this action, it chooses a target. Figure out how far away the creature is from the target—even counting through squares of blocking terrain—and then follow these steps.

- ♦ **1. Move:** The creature moves up to its speed toward the target. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position.
- ♦ **2. Attack:** The creature either makes a melee basic attack against the target or uses *bull rush* against it. The creature gains a +1 bonus to the attack roll.
- ♦ **3. No Further Actions:** The creature can't take any further actions during this turn, except free actions. Some free actions, such as spending an action point, can grant additional actions.

DIFFICULTY CLASS BY LEVEL

Level	Easy DC	Moderate DC	Hard DC
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	29
15	15	22	30
16	16	22	31
17	16	23	31
18	17	23	32
19	17	24	33
20	18	25	34
21	19	26	35
22	20	27	36
23	20	27	37
24	21	28	37
25	21	29	38
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42

DCS FOR COMMONLY USED SKILLS

Acrobatics	DC
Balance on narrow surface (less than 1 foot)	Moderate
Balance on unstable surface	Moderate
Balance on very narrow surface (less than 6 inches)	Hard
Balance on narrow and unstable surface	+5
Escape from restraints	Hard
Hop down 10 feet and remain standing	15

Arcana	DC
Identify conjuration or zone	Moderate (effect level)
Identify magical phenomenon	Hard (effect level)
Sense the presence of magic	Hard

Athletics	DC
Climb a ladder	0
Climb a rope	10
Climb an uneven surface (cave wall)	15
Climb a rough surface (brick wall)	20
Climb a slippery surface	+5
Climb an unusually smooth surface	+5
Catch hold while falling	+5
High jump	10 per foot
(Double the check result with a running start)	
Long jump	10 per square
(Double the check result with a running start)	
Swim in calm water	10
Swim in rough water	15
Swim in stormy water	20

Bluff	DC
Deceive a creature	Creature's passive Insight
Gain combat advantage by feinting	Creature's passive Insight
Hide from a creature	Creature's passive Insight

Dungeoneering or Nature	DC
Find food and water for 1 person	15
Find food and water for 5 people	25

Heal	DC
Grant second wind	10
Grant a saving throw or a +2 bonus to a saving throw	15
Stabilize the dying	15

Insight	DC
Sense motives or attitudes	Moderate (target level)
Sense outside influence	Hard (effect level)

Perception	DC
Hear the noise of a battle	0
Hear normal conversation	Easy
Hear whispers	Hard
Listen through a door	+5
Listen through a wall	+10
Hear a noise more than 10 squares away	+2
Spot something barely obscured	Easy
Spot something well obscured	Hard
Spot something more than 10 squares away	+2
Find tracks in soft ground (snow, loose dirt, mud)	Moderate
Find tracks in hard ground (wood or stone)	Hard
Rain or snow since tracks were made	+10
Each day since tracks were made	+2
Quarry obscured its tracks	+5
Huge or larger creature	-5
Group of ten or more	-5

Streetwise	DC
Gather rumors and information:	
In a familiar settlement	Easy
In an unfamiliar but typical settlement	Moderate
In a foreign settlement	Hard
Information is secret or closely guarded	+10

Thievery	DC
Disable trap	Hard (trap level)
Open lock	Hard
Pick pocket	Hard (target level)
Sleight of hand	Onlookers' passive Perception



Conditions

BLINDED

- ◆ The creature can't see, which means its targets have total concealment against it.
- ◆ The creature takes a -10 penalty to Perception checks.
- ◆ The creature grants combat advantage.
- ◆ The creature can't flank.

DAZED

- ◆ The creature doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions.
- ◆ The creature can't take immediate actions or opportunity actions.
- ◆ The creature grants combat advantage.
- ◆ The creature can't flank.

DEAFENED

- ◆ The creature can't hear.
- ◆ The creature takes a -10 penalty to Perception checks.

DOMINATED

- ◆ The creature can't take actions voluntarily. Instead, the dominator chooses a single action for the creature to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make the creature use are ones that can be used at will, such as at-will powers.
- ◆ The creature grants combat advantage.
- ◆ The creature can't flank.

DYING

- ◆ The creature is unconscious.
- ◆ The creature must make death saving throws.
- ◆ This condition ends immediately on the creature when it regains hit points.

GRABBED

- ◆ The creature is immobilized.
- ◆ Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab.
- ◆ This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

HELPLESS

- ◆ The creature grants combat advantage.

IMMOBILIZED

- ◆ The creature can't move, unless it teleports or is pulled, pushed, or slid.

MARKED

- ◆ The creature takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target.
- ◆ A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.

PETRIFIED

- ◆ The creature is unconscious.
- ◆ The creature has resist 20 to all damage.
- ◆ The creature doesn't age.

PRONE

- ◆ The creature is lying down. However, if the creature is climbing or flying, it falls.
- ◆ The only way the creature can move is by crawling, teleporting, or being pulled, pushed, or slid.
- ◆ The creature takes a -2 penalty to attack rolls.
- ◆ The creature grants combat advantage to attackers making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from attackers that aren't adjacent to it.

REMOVED FROM PLAY

- ◆ The creature can't take actions.
- ◆ The creature has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

RESTRAINED

- ◆ The creature can't move, unless it teleports. It can't even be pulled, pushed, or slid.
- ◆ The creature takes a -2 penalty to attack rolls.
- ◆ The creature grants combat advantage.

SLOWED

- ◆ The creature's speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, swimming, and so on), but it does not apply to forced movement against it,

teleportation, or any other movement that doesn't use the creature's speed. If a creature is subjected to this condition while it is moving using any of its speeds, it must stop if it has already moved at least 2 squares.

- ◆ The creature cannot benefit from bonuses to speed, although it can use powers and take actions, such as the run action, that allow it to move farther than its speed.

STUNNED

- ◆ The creature can't take actions.
- ◆ The creature grants combat advantage.
- ◆ The creature can't flank.
- ◆ The creature falls if it is flying, unless it can hover.

SURPRISED

- ◆ The creature can't take actions.
- ◆ The creature grants combat advantage.
- ◆ The creature can't flank.

UNCONSCIOUS

- ◆ The creature is helpless.
- ◆ The creature can't take actions.
- ◆ The creature takes a -5 penalty to all defenses.
- ◆ The creature is unaware of its surroundings.
- ◆ The creature falls prone, if possible.
- ◆ The creature can't flank.

WEAKENED

- ◆ The creature's attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage as well as damage that isn't delivered by an attack roll.

Healing a Dying Character

- ◆ **Regain Hit Points:** When a character is dying and receives healing, he or she goes to 0 hit points and then regains hit points from the healing effect. If the healing effect requires the character to spend a healing surge but he or she has none left, the character is restored to 1 hit point.
- ◆ **Become Conscious:** As soon as a character has a current hit point total that's higher than 0, he or she becomes conscious and is no longer dying. (The character is still prone until he or she stands up.)

Death and Dying

- ◆ **Dying:** When a character's hit points drop to 0 or fewer, he or she falls unconscious and is dying. Any additional damage the character takes continues to reduce his or her current hit point total.
- ◆ **Death Saving Throw:** When a character is dying, he or she needs to make a saving throw at the end of his or her turn each round. The result of the saving throw determines how close the character is to death.
 - Lower than 10:** The character slips one step closer to death. If the character gets this result three times before taking a short or an extended rest, the character dies.

10-19: No change.

20 or higher: The character spends a healing surge. When the character does so, he or she is considered to have 0 hit points, and then the healing surge restores hit points as normal. The character is no longer dying, and he or she is conscious but still prone. If the character rolls 20 or higher but has no healing surges, the character's condition doesn't change.

- ◆ **Death:** When the character takes damage that reduces his or her current hit points to the character's bloodied value expressed as a negative number, the character dies.

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This DUNGEONS & DRAGONS® Roleplaying Game accessory is a beautiful addition to any game table and the ultimate aid for Dungeon Masters.

The durable, four-panel *Deluxe Dungeon Master's Screen* presents a lavish illustration on the outside and handy reference tables and lists on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty, and DMs can keep their notes and die rolls hidden from the players while having all-important rules information at the ready.

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